



6. The method according to claim 1, further comprising:  
repeating steps (a) through (d) each time a code is allocated by the allocator;  
and,  
saving a historical record of the allocator's operation with respect to maintaining  
mutual orthogonality between all concurrently busy codes.

7. The method according to claim 6, further comprising:  
designating code states such that an otherwise idle code is designated as busy  
when the code is allocated, and an otherwise busy code is designated as idle when  
the code is de-allocated.

8. The method according to claim 6, wherein the designations of code  
states are maintained in a storage device which is accessed to make the  
determinations of steps (b), (c) and (d).

9. The method according to claim 8, wherein the storage device comprises  
a LUT arranged as a binary tree of codes in which each parent code is a common  
node for its two children codes.

10. An allocator testing system for testing a Walsh code allocator to verify  
that its operation maintains mutual orthogonality between all concurrently busy Walsh  
codes, said allocator testing system comprising:

a call generator which drives an allocator being tested, said call generator  
providing an input of the allocator with a pattern of channel openings and closings in  
response to which the allocator outputs Walsh code allocations; and,

a verification module arranged to receive the allocator outputs, said verification  
module determining for each Walsh code allocation whether or not it would result in at  
least two non-orthogonal Walsh codes being concurrently busy.

11. The allocator testing system according to claim 10, further comprising:  
a storage device which is accessed by the verification module to determine whether or not a Walsh code allocation would result in at least two non-orthogonal Walsh codes being concurrently busy, said storage device maintaining current states of Walsh codes.

12. The allocator testing system according to claim 11, wherein the storage device comprises a LUT arranged as a binary tree of Walsh codes in which each parent Walsh code is a common node for its two children Walsh codes.

13. The allocator testing system according to claim 10, wherein the verification module determines whether or not an allocated Walsh code is busy, whether or not an ancestral parent of an allocated Walsh code is busy, and whether or not a descendant of an allocated Walsh code is busy, such that if at least one of the foregoing is determined to be busy, then an error in the allocator's operation is indicated.

14. The allocator testing system according to claim 10, wherein the call generator is an artificial call generator.

15. The allocator testing system according to claim 10, wherein the allocator being tested is a simulated allocator.

16. The allocator testing system according to claim 10, further comprising:  
a storage device in which current states of Walsh codes are maintained, wherein the verification module accesses the storage device to determine whether or not a Walsh code being allocated is busy, whether or not an ancestral parent of a Walsh code being allocated is busy, and whether or not a descendant of a Walsh code being allocated is busy, such that if at least one of the foregoing is determined to be busy, then an error in the allocator's operation is indicated.